

# INSTRUCTIONS

PEANU5004



## Riverhill Mystery Selection

# Manhattan Requiem



Hi, J. B., how you doin' ?

Sorry to drag you all the way from Liberty Town. Aren't you tired ?

J. B., you haven't changed a bit, huh ?

The road was jam packed, wasn't it ? Traffic here is hell.

One way streets and more pot holes than streets,  
and more streets than that even!

Well, this country is proud of its car-oriented society, right ?

It was a big surprise for me to spend my second life  
in such a big city. Sometimes I miss the times we were working  
together and investigating cases.

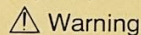
Oh, sorry. Talked too much, did I ?

Well, come on in. It's a small place...

J. B. Harold is a police officer in Liberty Town, in the western part of the States. J. B. went to Manhattan alone on a leave of absence. He went to Manhattan because Sarah Shields, who had once testified for one of his cases, plunged to her death from her apartment window. J. B. now feels responsible to uncover the secrets hidden behind her death in cooperation with Jed Gregory, his ex-boss, and Jane, Jed's daughter.

"Manhattan Requiem" is an adventure game in which the player is the detective, J. B. Harold. Walk the streets of Manhattan, gather the necessary information from your contacts and the evidence to narrow it down the suspects and solve the case. Proceed in the investigation by choosing the commands displayed in each scene. Remember, investigations require great patience. It may be necessary to frequent the case site a hundred times. Good luck !!

Thank you for purchasing "Manhattan Requiem." Please read the instructions before starting a game to ensure proper use.



Warning

### READ BEFORE USING YOUR VIDEO GAME SYSTEM

A very small number of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Light patterns emitted from television screens during video game play may induce epileptic seizures in certain individuals. Epileptic symptoms may appear even in persons with no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, please consult your physician prior to playing. If you experience dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, or any involuntary movement or convulsions while playing a video game, IMMEDIATELY discontinue use and consult your physician before resuming play.

It is dangerous to play discs which are cracked, warped or mended with adhesive, and such discs must not be used. Disc cleaning products or sprays for removing static electricity may cause cracking of discs, and are not recommended for use.

Still pictures or images, such as those generated by videogames, can cause permanent damage to projection TVs. We recommend that this disc not be used with a large-screen projection TV.	This disc is for private home use only and any other use, copying, reproduction or performance in whole or in part is prohibited.	Some scenes may be unsuitable for children. Parental discretion is advised.	When not in use, place disc in jacket and store vertically in a cool, dry place.	This product bears the registered trademarks "PIONEER", "NEC HOME ELECTRONICS LTD." granted under licence from Pioneer Electronic Corporation and NEC Home Electronics, Ltd. These trademarks relate to LD-ROM <sup>2</sup> compatible software only.	This disc is to be played by LD-ROM <sup>2</sup> player system only.
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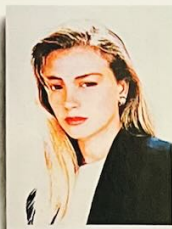


# INFORMATION FROM JED

O.K., listen. We'd better review all the information regarding Sarah's death. I'm sure it will be helpful in your investigation, too.

## Sarah Shields

This is the picture of Sarah that Catherine sent you, right? Remember? When I was in Liberty Town, we used to go to the pub Sarah was working at.



## Dick Baker

This is the man who found her corpse first. He's a gloomy, closemouthed guy.

## Frannie Vincent

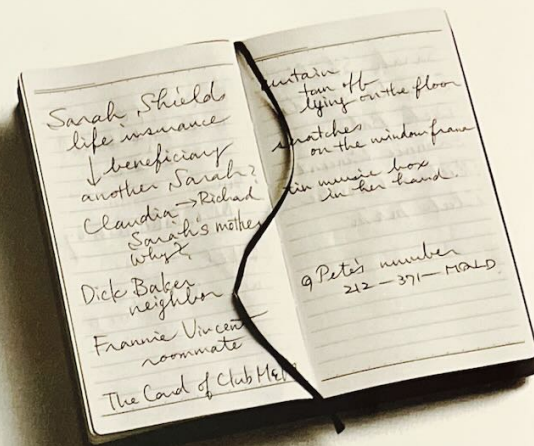
She's Sarah's roommate. Like I mentioned in my letter, she was out that night.

## Pete Gilford

Catherine got a call from him and took a message for you, right? You've got a lot to talk about, haven't you? So why don't you go and see him?

## Richard Christie

Catherine found his name through her own investigation after I wrote to you. He's Sarah's father and runs a jewelry shop on 5th Ave.



## Claudia Shields

She's Sarah's mother. Catherine found her name, too. I heard that Sarah told the pub owner that she was going to Manhattan to live with her mother when she quit.

## Life Insurance

Sarah Shields' beneficiary was, guess who, another Sarah Shields. Right, Sarah appointed a person with the same name as her beneficiary. Now how about this, I'm investigating the death of Sarah-the-beneficiary, too.

## The Card of Club M&M

Is this the card that Sarah sent you? I checked this card according to the name of the club. But I wonder why Sarah sent you this card.



## Scene of the Death

There were a couple strange things about her room, like the curtain torn off and lying on the floor. There were scratches on the window frame. And Sarah had a little tin music box in her hand. If she killed herself, something like a note, or maybe a will should have been found. Well, that's all I know, and those things I wrote in the letter.





# MANHATTAN

J. B., as you know, this city is divided into several districts. This case seems to be quite complicated and you might have to walk around a lot. So let me tell you a bit about Manhattan.

## Wall Street

Home of the New York Stock Exchange, and obviously the biggest business district in New York. All the finance companies, stock companies and banks and such are located here. You could say that this street just about rules the global economy.

## Chinatown

The Chinese district is south of Canal Street in lower Manhattan. With all those mazes of alleys and all them strange writings on the signs, you won't believe you're here in Manhattan.

## Soho

Used to be factories and old warehouses, but it's turned into quite a funky part of town, and all the artists live there. I looked in the galleries once or twice, but I couldn't make head nor tail of those strange paintings, Picasso-like and all, you know.

## Greenwich Village

Surrounds Washington Square. Lots of youngsters are hangin' around there 'cause of the Universities and all. Every now and then, the street freaks and the like put on those street performances... I'm fed up with the crowds, it's like a zoo.

## East Village

Here, you run into the avant-garde wall paintings and punks. Some people say they find something new every time they walk down the street, but the older generation like me will never understand.

## Broadway

The name itself is the street running from the South to the North part of Manhattan. The name often reminds people of the theaters around Times Square because there are various theaters along the street.

## 5th Avenue

The main street of Manhattan, lined with jewelry shops and top-brand boutiques. If I was richer, I'd have bought jewelry for my wife here. J. B., it's too dazzling a place for a nobody like an ex-police officer.

## East Side

It's the east side of Manhattan, from Midtown to Central Park. Most of the residents here are rich, successful people. There are plenty of art museums, too. It's a nice place to go for a stroll and to relax.

## West Side

This is west of Central Park, a neighborhood where the intellectuals enjoy life freely. I heard the residents of this district are called the "beautiful people." There are lots of fancy shops, too.

## Harlem

This is at the north end of the city, an area with a distinct culture all its own. They say it's going through a re-birth, but I haven't been up there in a while.

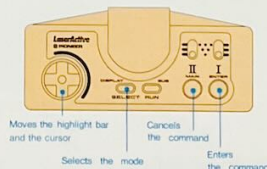


## HOW TO PLAY THIS GAME

You are the police officer, J. B. Harold. Only your investigation can solve the case. Go to various different places throughout Manhattan to contact people and gather information. Learning the operations and the screen enables you to proceed with the investigation smoothly.

## Control Pad

Use the control pad included in the package to play this game. The direction buttons allow you to select left, right, up and down. The I button allow you to enter messages, and the II button enables you to cancel. The SELECT button is used to display the messages, turn on the sound and BGM. The RUN button is not used.



## Opening

Insert the disc with SIDE 1 up. Wait for the LaserActive screen to be displayed, then choose ► using the direction buttons and press the I button to enter. This procedure allows the menu shown on the



right to be displayed. Choose the Japanese Version or English Version using the direction buttons and press the I button to enter your choice. When you would like to skip the opening or start the game from the stage where you last quit, choose GAME START. Please refer to the section "Start the Game" below for a more detailed explanation.

## Start the Game

Following the opening, the game will start. From now on, only you, as J. B. Harold, can control the progress of the investigation.

First, the location of Jed's office is indicated on the map by a highlighted spot. This is followed by J. B. going to the office. Jed will give J. B. some additional information to his previous letter. Choose <Speak> and <Show> to listen to Jed's story. When you are finished talking to him, choose <Leave> to proceed with the investigation.

In the future, if you would like to start the game without seeing the opening or to start the game from the stage where you last quit, choose the GAME START from the menu displayed prior to the opening. This procedure allows 4 different files to be displayed. As the progress of the investigation stored in each file is indicated using percentage and time spent, please load any file you like.

## Key Person

In this game, Jed is a key person. J. B. cannot proceed with the investigation without asking Jed for his opinion. When you obtain any information or evidence, ask Jed first. He will give you various helpful advice.

Jed is J. B.'s reliable adviser and J. B. cannot go forward without talking to him. For example, when J. B. wants to narrow it down to several suspects, J. B. cannot interrogate the suspects closely unless Jed says, "J. B., will you give it a try?" And subsequently, J. B. cannot get any more information from a person if Jed says, "J. B., the charges on this person have been cleared."

## Move

Choosing the <Move> icon displays the map of Manhattan. The map shows the places J. B. can go under the current conditions. Choose a place by using the direction buttons and the I button.



## Screen

In the upper part of the screen, the icons showing J. B.'s actions are displayed. J. B.'s questions to the people are displayed on the right side of the screen. At the bottom of the screen, investigative information from J. B.'s conversations with his contacts is displayed.



## Confessions of the Major Suspects

When you progress to the stage of the investigation where the major suspects are ready to confess, the necessary procedure to see them confessing is displayed on the screen. Follow the instructions displayed on the screen.



# NOTE BOOK

J. B. always carries a black notebook. He writes down all of the information he obtains through the investigation. When choosing the <Notebook> icon, the "Save," "Load," "Score," "Analyze" and "Quit" commands are displayed. These commands allow you to save and load the data of the investigation, to quit the game, and to confirm and analyze the current conditions and information. Choose the item using the direction buttons, and press the I button to enter. If you would like to cancel, press the II button.

## Save

Use this command to save the information obtained through the investigation. You may store the data in up to 4 files. Choose a file to store data in using the direction buttons. It would be effective to set up the files so that each file serves a purpose. If more than one person plays this game, each player can have their own files. You can store the data on the progress of the investigation in the files.

When saving the data, the progress of the investigation is indicated using percentage and time spent.



## Load

Use this command if you would like to start the game from the stage where you last quit. Choose the file using the direction buttons.

When loading, the progress of the investigation is indicated by the percentage and time spent.



## Score

The progress of the investigation is described using 5 different criteria: "Information," "Connections," "Evidence," "Questions" and "Progress." For each, you may check how far your investigation has progressed by noting the percentage out of 100%.



## Analyze

Using this command enables you to re-confirm the evidence and information obtained through the investigation, according to 3 different criteria: "Characters," "Information" and "Evidence." Use the direction key to choose the criteria you like.



## Quit

Use this command when you would like to quit the game. Note that you cannot save the data you have gathered if you use this command. If you would like to continue the game from your current stage, use the "save" command from the <Notebook> icon to save the data in a file. Then, choose "Quit." You will be asked if it is O.K. to quit. Then choose Yes or No.



# CONFIGURATIONS

Use this command when you would like to change the mode of the game. If you press the SELECT button when the icons on the upper part of the screen are blinking, the CONFIGURATION menu is displayed. Press the II button to quit this menu. Note: This icon can not be used when the map of Manhattan is displayed.



## Message

This allows you to turn the display of conversations and information of the people J. B. contacts, on or off. Choose ON or OFF using the direction buttons.

## Language

This enables you to switch between Japanese and English conversation displays. Choose ENG (English) or JPN (Japanese) by using the direction buttons.

## Speed

You can set the speed to display the subtitles on the screen. Choose SLOW or FAST using the direction buttons.

## Voice

Use this to switch between Japanese and English, or to turn off the voices. Choose the mode you would like by using the direction buttons.

## Volume

You can adjust the volume of the music by using the direction buttons.

## Wait

While playing the game, if no commands are sent for a while, the BGM turns on automatically. Set the idle time before the BGM starts by using the direction buttons.

## Animation

Use this to allow the pictures of sites and people to fade in or out. Choose ON or OFF by using the direction buttons.

## Priority

You can switch between PIC and BGM. PIC is the standard setting. Choosing BGM automatically turns the display "Message" on, "Voice conversations" off and sets the idle time of "Wait" to the shortest time (indicated by "minus"). Choosing BGM enables the BGM to continue, however, the pictures of evidence and contacts are not displayed.

## Comment

Choosing this gives you a brief explanation of each menu item described above. Refer to this explanation when you would like to change the mode.

# BAR BREATH

Bar Breath is the only place that J. B. can relax during the investigation.

J. B. has a good time there, drinking Bourbon, listening to his favorite jazz and playing Black Jack.

To go to Bar Breath, choose "Bar Breath" on the map using the direction buttons, and press the I button to enter.

## Black Jack

### [How to play blackjack]

The two commands <Play> and <Help> are displayed on the screen. Choose <Play> when you would like to play blackjack. Choose <Help> when you would like to see explanations on the rules, card combinations, commands and advanced techniques.

The object of the game is to be dealt cards having a higher value than those of the dealer up to but not exceeding 21. You play the game against the dealer (LaserActive).

First, bet as many points as you would like to. This stage is called the BET. Following the BET, cards are dealt to the player, and then to the dealer, one at a time. The dealer and player each should have two cards to start the game. More cards can be dealt if the player wants. (The number of cards may be limited.)

- ① The player wins if their cards "win unconditionally" or "defeat the dealer's hand."
- ② The dealer wins if the player's cards are "BUST," i.e. the player's cards total more than 21.
- ③ Other than ① and ②, the player and dealer compare their cards after which the dealer takes as many cards as necessary.
- ④ If the dealer has the highest hand (Refer to an explanation of this "combination" in the HELP command), the player loses.
- ⑤ If the total value of the cards are the same, the game ends in a draw. The points of the BET are returned to the player.

### [Commands]

The following commands are displayed in the form of icons. Choose a command icon by using the direction buttons. (Please refer to the explanation of "technique" in the HELP command for a detailed explanation of commands marked \*)

HIT	Need another card
STAND	Don't need another card
DOUBLE	Double the points BET*
INSURANCE	Save half the points BET as insurance*
SPLIT	Try 2 hands by dividing your 2 cards*

## Juke Box

While playing "Manhattan Requiem," enjoy the Jazz music played by a quintet of experienced musicians. You may listen to the BGM (Background Music) for the game as you like. Use the direction buttons to choose the music you like, and press the I button to enter.